S2

FOR ADVANCED D & D® GAME

Dungeon Module S2
White Plume Mountain

by Lawrence Schick

AN ADVENTURE FOR CHARACTER LEVELS 5-10

This module contains background information, referee's notes, player aids, a complete map level, a cutaway view of the mountain complex, and more than 15 pieces of art for both DM and player. ***WHITE PLUME MOUNTAIN*** *is from the special ("S") series; like others in the series, it is meant to stand on its own and is a complete* ***ADVANCED DUNGEONS & DRAGONS®*** *adventure. The recommended number of players is four to ten, with levels ranging from fifth to tenth.*

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WHITE PLUME MOUNTAIN

INTRODUCTION

White Plume Mountain has always been a subject of superstitious awe to the neighboring villagers. People still travel many miles to gaze upon this natural wonder, though few will approach it closely, as it is reputed to be the haunt of various demons and devils. The occasional disappearance of those who stray too close to the Plume reinforces this belief.

Thirteen hundred years ago, the wizard Keraptis was searching for a suitable haven where he could indulge his eccentricities without fear of interference. He visited White Plume Mountain, going closer than most dared to, and discovered the system of old lava-tubes that riddle the cone and the underlying strata. With a little alteration, he thought, these would be perfect for his purposes. The area already had a bad reputation, and he could think of a few ways to make it worse. So, taking with him his fanatically loyal company of renegade gnomes, he disappeared below White Plume Mountain and vanished from the knowledge of men. . .

Today, the once-feared name of Keraptis is little known even to learned scholars. Little-known, that is, until several weeks ago, when three highly-valued magical weapons with the cryptic names of **Wave, Whelm** and **Blackrazor** disappeared from the vaults of their owners in the midst of the city of Greyhawk. Rewards were posted, servants hanged, even the sanctuary of the Thieves' Guild was violated in the frantic search for the priceless arms, but not even a single clue was turned up until the weapons' former owners (all wealthy collectors) each received a copy of the following note:

> Search ye far or search ye near
> You'll find no trace of the three
> Unless you follow instructions clear
> For the weapons abide with me.
>
> North past forest, farm and furrow
> You must go to the feathered mound
> Then down away from the sun you'll burrow
> Forget life, forget light, forget sound.
>
> To rescue Wave, you must do battle
> With the Beast in the Boiling Bubble
> Crost cavern vast, where chain-links rattle
> Lies Whelm, past water-spouts double.
>
> Blackrazor yet remains to be won
> Underneath inverted ziggurat.
> That garnered, think not that you're done
> For now you'll find you are caught
>
> I care not, former owners brave
> What heroes you seek to hire.
> Though mighty, I'll make each one my slave
> Or send him to the fire.

It was signed with the symbol of Keraptis.

White Plume Mountain has tentatively been identified as the "feathered mound" of the poem. The former owners of Wave, Whelm and Blackrazor are outfitting a group of intrepid heroes to take up the challenge. If the adventurers can rescue the weapons from this false Keraptis (for who can believe it is really the magician of legend, after 1300 years?), the wealthy collectors have promised to grant them whatever they desire, if it is within their power to do so.

Notes for the Dungeon Master

This module was designed for characters of fifth through tenth level. Characters below fifth will have too little experience to be of much help to the party, and they are likely to be killed too easily. Conversely, high-level characters have too many abilities and resources to find a proper challenge in this dungeon. It is suggested that the players' party number at the very least four and at the most ten characters, with a combined total of 40 to 60 levels between them. A good party balance would be something like 40% fighters, 30% magic-users, 20% clerics and 10% thieves. Your players will need both brains and brawn to successfully complete their mission, as there are situations here which cannot be resolved by frontal assault. If your players are unused to hack-proof dilemmas, they may find this module frustrating or even boring. However, if your players are used to using their wits, they should find this an intriguing balance of problems and action. Unless you are used to mastering lengthy adventures, it will probably take more than one session for a party to investigate all three branches of the dungeon. If this is the case, it would be best if the party were required to leave the dungeon and re-enter upon resumption of the game. If they stay in the nearest village (several miles away) they will be relatively safe, but if they camp near White Plume Mountain it would be a good idea to roll for wandering monsters. It is important to record the condition of characters who will be resuming an adventure and keep track of their damage and possessions in order to avoid argument later.

Please read the entire module through and thoroughly familiarize yourself with complex areas before beginning play. Try to remain objective, and let the players determine their own course of action. It is easy to fall into the trap of referee vs. players — try to avoid it. When describing things to your group, be careful not to give them information or insights which they would not normally have. Though you are always obliged to describe what they can easily see of their surroundings, try not to give away useful information that they haven't asked for. The party will want a copy of Keraptis' message to refer to. Neither deny nor confirm guesses from players who think they have it figured out.

The Dungeon Master is encouraged to add his own ideas and to flesh out the details of the dungeon where things are only hinted at or incompletely described. There is room for changes and improvements if you feel you can make the module better. The end of the module makes it clear that there must be more of this dungeon hidden somewhere under White Plume Mountain. Perhaps a secret stairway or passage not marked on the map leads to another complete level where Keraptis yet reigns. If your group enjoys this adventure, you may wish to continue it with additions of your own.

White Plume Mountain is located in the northeastern part of the Shield Lands, near the Bandit Kingdoms and the Great Rift (see WORLD OF GREYHAWK, available from TSR). However, those who wish to integrate this module with their own campaign can place White Plume Mountain wherever they like, and the party may be required to journey to the vicinity through the wilderness. How they get there is up to you.

Start: The party has arrived at White Plume Mountain, which stands alone in a vast area of dismal moors and tangled thickets. They will probably arrange to leave their horses and possessions either at the nearest village (about five miles from the Mountain) or hidden in the Dead Gnoll's Eyesocket, a small natural cave in the side of a hill about two miles from the Plume. There is really no other shelter available. The villagers know about the cave and may have mentioned it. If the party leaves no guard, they will just have to trust the villagers not to steal their belongings. (Dishonest villagers will have to weigh their fear of White Plume Mountain against their certain belief that the party will never be seen again.) The cave is easily barricaded to keep out unintelligent wandering monsters.

White Plume Mountain is an almost perfectly conical volcanic hill formed from an ancient slow lava leakage. It is about 1000 yards in diameter at the base, and rises about 800 feet above the surrounding land. The white plume which gives the mountain its name and fame is a continuous geyser that spouts from the very summit of the mountain another 300 feet into the air, trailing off to the east under the prevailing winds like a great white feather. The spray collects in depressions downslope and merges into a

BEYOND TO THE LAIR OF DRAGOTHA, THE UNDEAD DRAGON, WHERE FABULOUS RICHES AND HIDEOUS DEATH AWAIT
THE HUT OF THINGIZZARD, BEWARE HER POTIONS
THE CURSED RUINS OF CASTLE MUKOS WHO KNOWS WHAT LIES WITHIN
WHITE PLUME MOUNTAIN
THE TWISTED THICKETS SKITTERING SLITHERS
TO TOWN
HERE BE DEAD GNOLLS EYE SOCKET
EROL OTUS '80

sizeable stream. There are steam vents in various spots on the slopes of the mountain, but none of them are large enough to allow entry. The only possible entrance into the cone is a cave on the south slope known as the Wizard's Mouth. This cave actually seems to breathe, exhaling a large cloud of steam and then slowly inhaling, like a man breathing on a cold day. Each cycle takes about thirty seconds. Approaching the cave, the party will hear a whistling noise coinciding with the wind cycle. If it were not for the continuous roaring of the Plume, this whistling could be heard for a great distance.

The cave is about eight feet in diameter and forty feet long. At the end of the cave, near the roof, is a long horizontal crevice which is about a foot wide. The air is sucked into this crack at great speed, creating the loud whistling and snuffing out torches. Shortly the rush of air slows down, stops for about two seconds, and then comes back out in a great blast of steam. This steam is not hot enough to scald anyone who keeps low and avoids the crevice, but it does make the cave very uncomfortable, like a very hot sauna bath interrupted by blasts of cold air.

The ceiling and walls of the cave are slick with the condensed steam which runs down them. The floor is covered with several inches of fine muck. Only careful probing of the muck near the back of the cave will reveal a small square trap door with a rusted iron ring set in it. Once the muck has been cleared away it will require at least three characters of strength 16 or better to pull up the encrusted door (or two strong characters and a **knock** spell, or **passwall,** etc.).

Directly beneath is a twenty-foot square vertical shaft and the beginning of a spiral staircase leading down.

Standard Dungeon Features

All corridors in this dungeon are ten feet in height, and have been carved and, in some places, seemingly melted through solid rock. Unless stated otherwise, all doors are 8′ by 8′, made of oak and bound in iron. Though the doors are swollen by the dampness, and thus difficult to open, the wood is not by any means rotten.

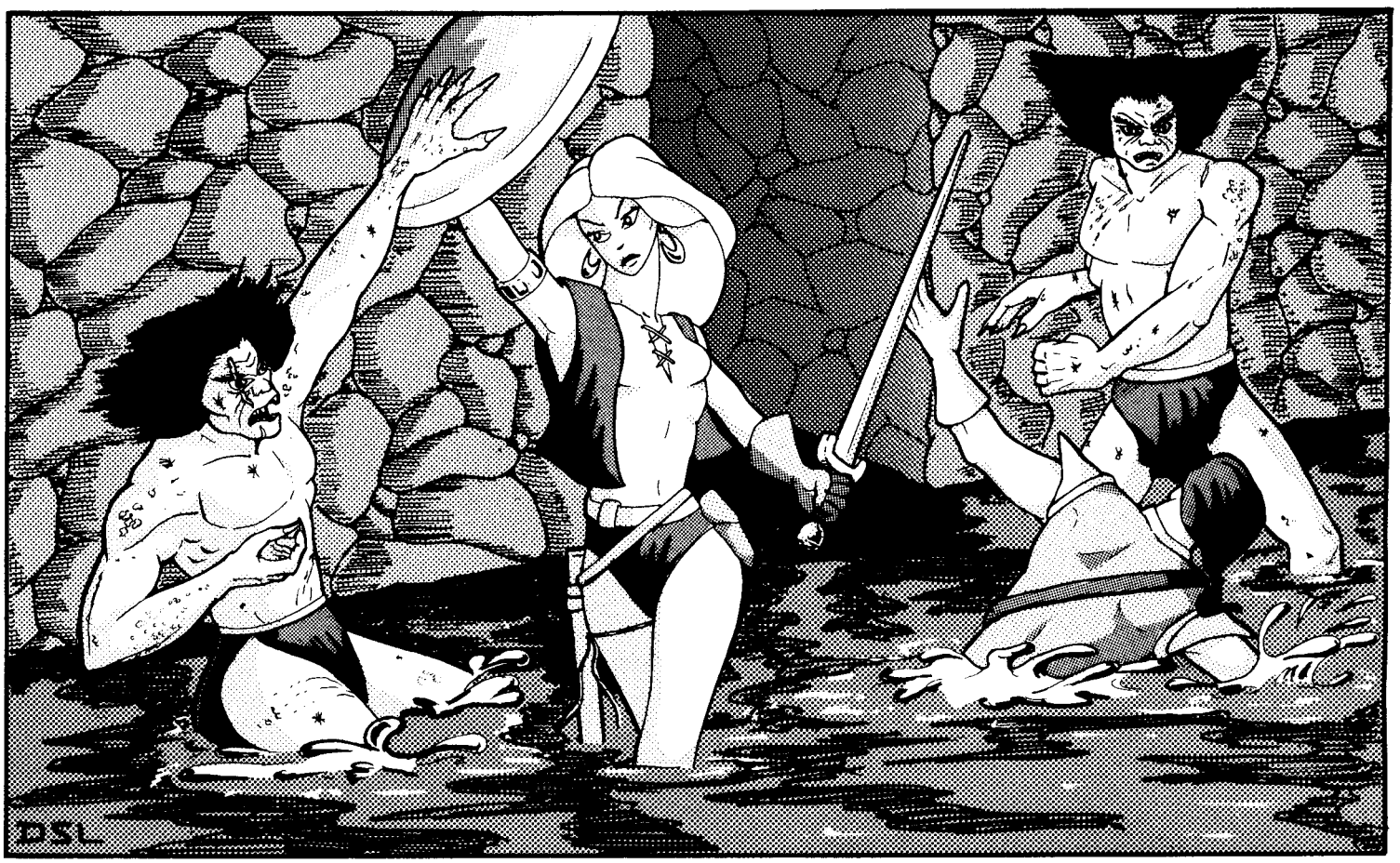
KEY TO THE DUNGEON LEVEL

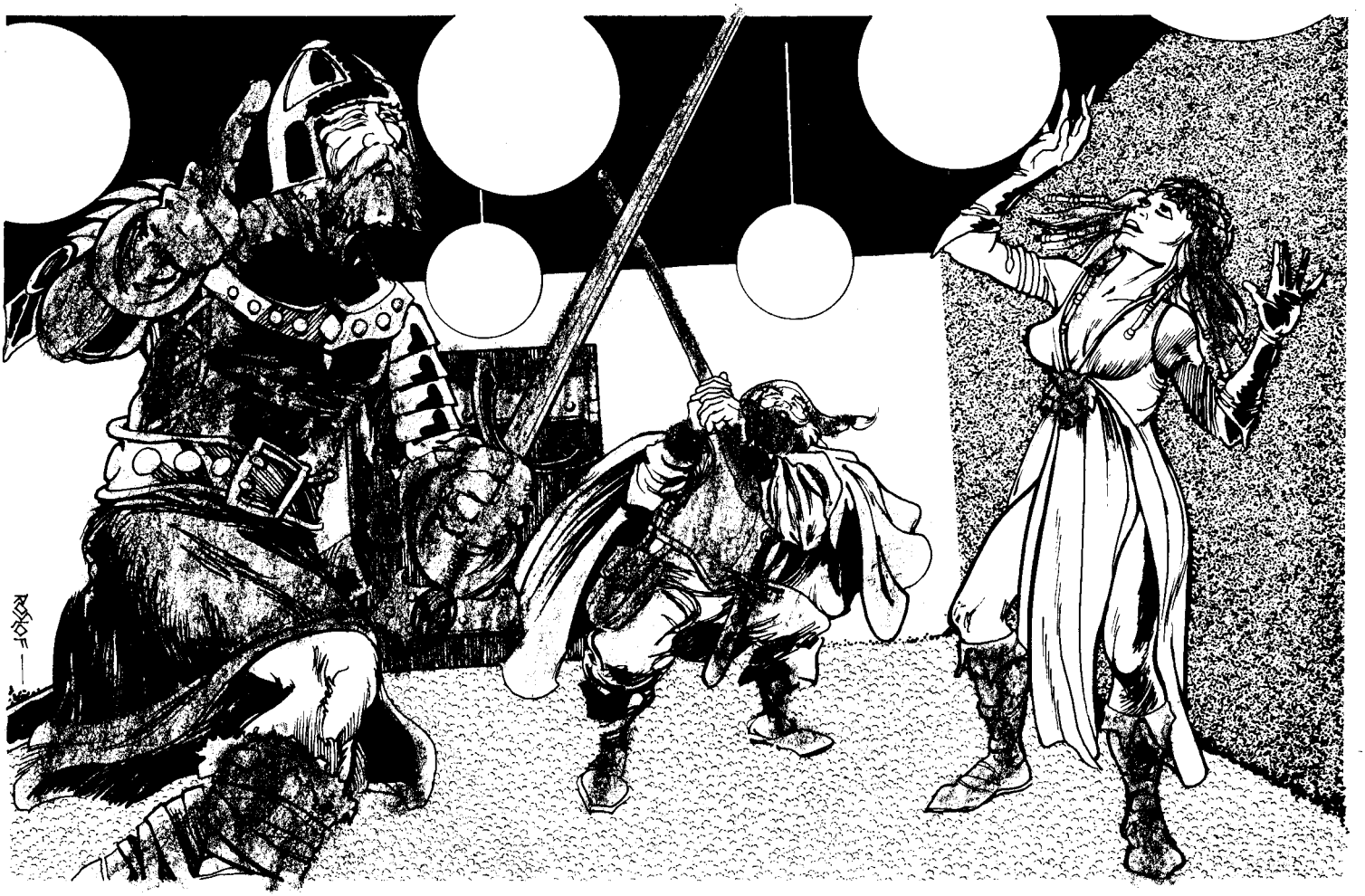
WANDERING MONSTERS

An encounter occurs on a 1 in 12. Check each turn. These are monsters Keraptis has released into the dungeon specifically for the purpose of giving the intruders a hard time. All will attack immediately. Ogres and bugbears are **charmed,** and cannot be persuaded to betray Keraptis.

1. Black Pudding (AC: 6; MV: 6″; HD: 10; HP: 45; #AT: 1; D: 3-24; SA: dissolves wood and metal; DS: blows, cold and lightning do not harm).
2. 2-5 bugbears (AC: 5; MV: 9″; HD: 3+1; HP: 19, 15, 13, 12, 10; #AT: 1; D: 2-8; SA: surprise on 1-3).
3. 2 gargoyles (AC: 5; MV: 9″/15″; HD: 4; HP: 21, 19; #AT: 4; D: 1-3/1-3/1-6/1-4; SD: +1 or better weapon to hit).
4. Invisible stalker (AC: 3; MV: 12″; HD: 8; HP: 33; #AT: 1; D: 4-16; SA: surprise on 1-5 [d6]; SD: invisibility).
5. 1-3 ogres (AC: 5; MV: 9″; HD: 4+1; HP: 21, 18, 17; #AT: 1; D: 1-10).
6. 1-2 wights (70% chance of 1, 30% chance of 2; AC: 5; MV: 12″; HD: 4+3; HP: 22, 20; #AT: 1; D: 1-4 plus energy level drain; SD: silver or magic weapons to hit, cannot be affected by **sleep, charm, hot, cold, paralyzation**).

AC = armor class; MV = move; HD = hit dice; HP = hit points; #AT = number of attacks; D = damage per attack; SA = special attacks; SD = special defenses. Information provided above (and in similar descriptions of monsters throughout the module) is for quick reference. Don't hesitate to consult the **Monster Manual** for complete descriptions if you feel it's necessary.





ENCOUNTER AREAS

1: The spiral staircase descends about 100 feet before ending in area **1**. The staircase is badly rusted, and sensitive characters will feel it thrumming to a continuous low vibration (this vibration from the Plume geyser will be noticeable everywhere in the dungeon). The air is warm, humid, and rather foul. Lamps and torches will burn fitfully and give off a lot of smoke. The floor of the room is covered with water, and floating on the water are patches of green and white subterranean algae. In the damp humidity of the dungeon, this algae or algae-like fungus clings in patches to the walls and even the ceiling. It is harmless, and can be found almost everywhere in the dungeon where there is water.

The water on the floor is about a foot deep, and the floor itself is covered with slippery mud. Except where flights of steps lead up out of it, this scummy water covers the floors of all rooms and corridors. The water and mud will cut average movement down by one-third, and will necessitate continuous probing of the floor by the party as they advance. It will be very difficult to keep silent, run (without falling), or depend on **invisibility** spells (waves and foot-shaped holes in the water give one away).

The floor of the passage leading away from the first room is covered by the warm, scummy water mentioned above.

2: A rather mangy, bedraggled gynosphinx squats in the water in the middle of the intersection. The dotted line marks where a **wall of force** blocks off the corridor. This **wall of force** is weaker than most, and can be brought down by **disintegrate, dispel magic** (always 100% effective) or **passwall.** The sphinx will let the party pass (by removing the **wall of force**) if they can answer the following riddle:

Round she is, yet flat as a board
Altar of the Lupine Lords
Jewel on black velvet, pearl in the sea
Unchanged but e'erchanging, eternally

The answer is "the Moon." If the **wall of force** is knocked down or circumvented, the sphinx (AC: -1; MV: 15"/24"; HD: 8; HP: 38; #AT: 2; D: 2-8; SA: **dispel magic, symbol**) will attack.

3: A large patch of green slime (AC: 9; MV: 0; HD: 8; HP: 35; attacks by dissolving into green slime all flesh it comes into contact with, within 1-4 rounds; can be killed by fire, cold, **cure disease**) covers the floor in the indicated area. As it is totally covered by water, it is not easily detectable, and characters may walk through it and not even notice they have done so until it has eaten through their boots and started on their feet. The usual flask-of-oil method won't work here, as the flaming oil will just float on the water. A **fireball** will probably wipe the slime out.

4: The door to this room appears normal: that is, a large iron-bound oak door, swollen by the dampness and difficult to open. However, when the party has entered the room (or as much of the party as is going in)., it will slam shut behind them. No spike, **hold portal, knock** or **passwall** will open the door or keep it open. Only the proper key turned in the keyhole on the inside of the door will unlock its magic.

In the room, suspended from the ceiling by unbreakable wires at the points indicated, are nine silvered glass globes. The globes are each about two feet in diameter, and inspection with **X-ray vision** or **clairvoyance** will show that each contains some apparent treasure and a key (aha!). A good hard crack with a weapon will shatter any of them, dropping the contents (if not caught) into the muck below.

Starting in the northwest corner of the room, number the globes for your own reference 1 through 9. This way you will know which globes on the following list the players are smashing, if any.

In #1: 3 folded-up shadows (AC: 7; MV: 12"; HD: 3+3; HP: 19, 17, 14; #AT: 1; D: 2-5 plus 1 point strength drain; unde-

tectable by **clairvoyance** or **X-ray vision**), 300 worthless lead pieces, and a false key.

In #2: A potion of **silver dragon control** and a false key.

In #3: Jewelry worth 12,000 g.p., a false key, and an angry air elemental (AC: 2; MV: 36"; HD: 8; HP: 33; #AT: 1; D: 2-20; SA: whirlwind; SD: +2 or better weapon to hit; transparent to **clairvoyance** or **X-ray vision**).

In #4: A **ring of flying** (4 charges) and a false key.

In #5: Eleven worthless glass gems and a false key.

In #6: Phony glass jewelry, a false stone key, and a gray ooze (AC: 8; MV: 1"; HD: 3+3; HP: 16; #AT: 1; D: 2-16; can be killed only by lightning or physical blows; fills entire globe, and thus is indistinguishable by **clairvoyance** or **X-ray vision**).

In #7: A **wand of paralyzation** (1 charge) and a false key.

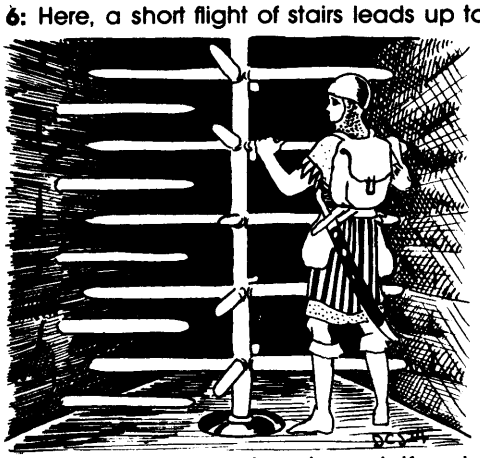
In #8: The real key and a **ring.** Upon release, the ring speaks to the entire party telepathically: "Stop before you pick me up. I confer the following powers upon my wearer: **invisibility, haste** (8 charges), I act as a **ring of protection** (+1), confer 100% protection from **charm, flying** once per day, **spell turning** (10 charges), **treasure finding** (6 charges), and one **wish**. The only drawback is that I eat one hit point per year permanently. But I must be put on before leaving this room, as I must be worn for me to leave. However, once I am removed from the finger, all my powers are lost. So you must decide right now who will wear me permanently."

This is a basic loyalty and intelligence test. Will the party members cut each others' throats over the ring? Of course, if they take time to think about it, they'll realize that the ring must actually be a diversion. It will seem to have all of the powers mentioned above as long as it remains in the room. Once outside, it has no power and can't even talk.

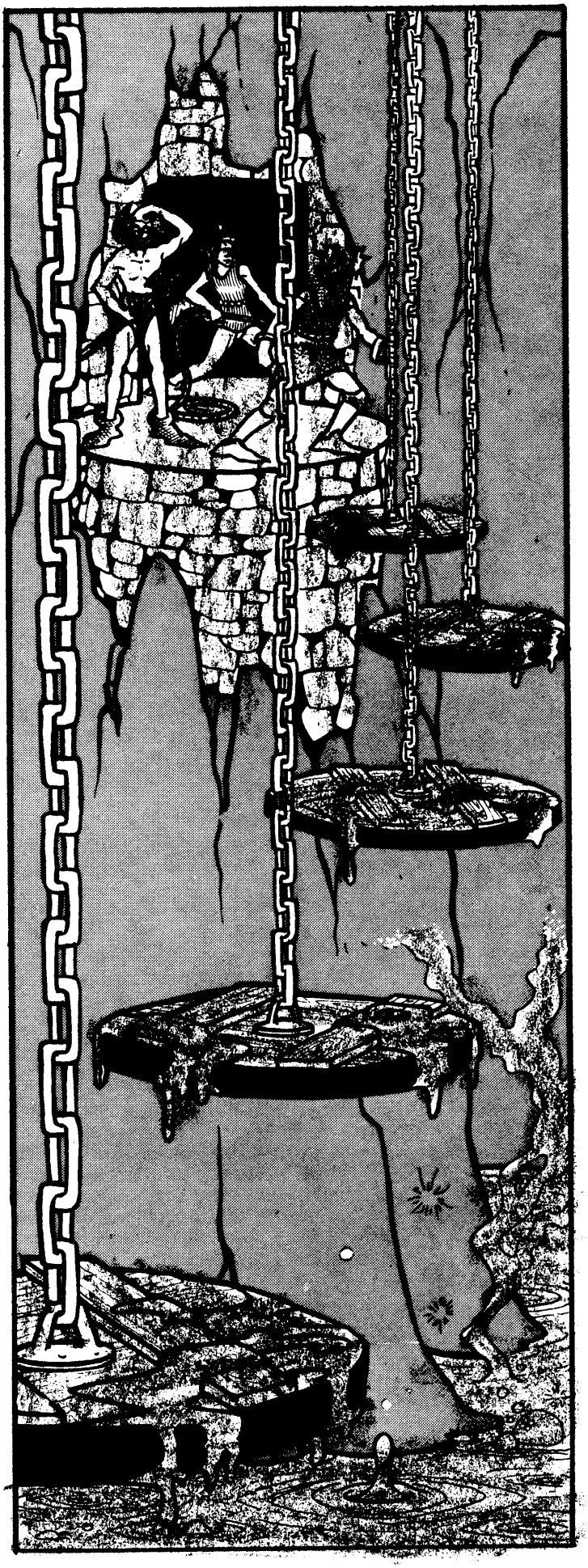
In #9: Gems worth 600 g.p. and a false key.

5: In this room are five flesh golems lined up against the north wall. Each has a number on its chest: 5, 7, 9, 11, and 13. Number Five says, "One of us does not belong with the others. If you can pick it out, it will serve you and the others will allow you passage. If you pick the wrong one, we will kill you. You have 60 seconds." The Answer: **9** is not a prime number. Give your players an actual sixty seconds to figure it out. Golems: AC: 9; MV: 8"; HP: 30; #AT: 2; D: 2-16; SD: can only be hit by magic weapons. Unlike typical flesh golems, these will take full damage from magical fire or cold attacks (saving throws are applicable). Electrical attacks restore one hit point of damage to the golems for each die of the attack, i.e., a six-die **lightning bolt** would cure a golem of 6 points of damage.

6: Here, a short flight of stairs leads up to a dry corridor. Just around the corner is a turnstile that allows passage only one way: forward (turns counter-clockwise only — see sketch). It will probably have to be destroyed on the way back. A golem could rip it out, or strong characters could try with a chance equal to their percentage for bending bars and lifting gates.



7: The door opens onto a stone platform in a large natural cave. The ceiling averages 50 feet above the level of the platform, while the floor of the cave, 50 feet below, is a deep pool of boiling mud. Points **A** and **B** mark the locations of geysers. Geyser **A** spouts once every five minutes. Geyser **B** spouts



once every three minutes. Opposite the entrance platform is another stone platform, approximately 90 feet away. Between them a series of wooden disks is suspended from the ceiling by massive steel chains. The disks are about four feet in diameter, and three feet apart. Each disk is attached to its chain by a giant staple fixed in its center. The disks swing freely and will tilt when weight is placed upon them. The disks and chains, as well as the walls of the cavern, are covered with a wet, slippery algal scum that lives on the water and nutrients spewed up from the geysers. This coating gives off a feeble phosphorescent glow.

When the geysers erupt, they reach nearly to the roof of the cavern, and creatures holding onto the disks or chains may be washed off to fall into the mud below (an almost instant death). Characters with 18 strength, or better, have a 65% chance of holding onto the disk that is adjacent to an erupting geyser. For each strength point less than 18 there is a 10% lesser chance of hanging onto the disks (i.e., 16 strength equals 45% chance.) However, for each disk the character is located farther from the geyser, there is a cumulative chance 5% greater of holding on, i.e., one farther away (from the adjacent disk) equals +5%, two away equals +10%, etc. Damage varies as the distance from the geyser. Adjacent disk: 5-50 points; one away: 4-40, and so on: 3-30, 2-20, 1-10, 1-6, and 1-4 for anyone in the cavern. Characters who make their saving throw as vs. breath weapon will take only one-half damage.

8. The lair of the vampire **Ctenmilr** (AC: 1; HP: 40; see Monster Manual). He is compelled by a curse to remain here in a trance except when defending the treasure which lies in a niche in the floor under his coffin. He automatically awakes at the approach of intruders. The door to the room is permeated with tiny holes through which he can pass in gaseous form. The room itself has a **permanent darkness** spell on it which the vampire is unaffected by (i.e., he can see perfectly well). Destroying his coffin won't bother him, as Keraptis has spares hidden away.

The treasure: **Whelm**, a lawful neutral **hammer +3** (**+5** for dwarves), intelligence 15, ego 18. Purpose: kill all trolls, giants and goblin-types (including bugbears and hobgoblins). It can be thrown and will return from up to 150′ thrice per day (dwarves only). It also acts as a **hammer of stunning:** once per day, when struck upon the ground, it will send forth a shock wave stunning up to 45 hit points of enemies up to a distance of 60′ for 1-4 rounds if they fail to save vs. spells. **Whelm** also detects gold, gems, and the presence of goblins. A drawback is that the bearer of this weapon will come under the influence of a severe case of agoraphobia (fear of wide, open places), and will fight at -2 when not inside a building, at night, or (best of all) underground. **Whelm** is obviously a dwarven weapon.

The treasure also includes 10,000 s.p. and 9000 g.p. in six leather sacks, a potion of **ESP**, a potion of **black dragon control**, and a scroll of 3 spells: **magic mouth, dispel magic** and **monster summoning III.**

9: A ten-foot-deep pool. At the bottom is a very stiff valve wheel. When turned by two 18-strength characters (or the equivalent) a tube will open which will drain out all of the water in the wet corridors in 10 turns. Also at the bottom of the pit is a secret door (which can be found only by **detect magic**) that leads to Keraptis' Indoctrination Center (see End Note).

10: This appears to be another normal, water-covered room, with steps rising out of the muck on the far side, but actually most of it is a fifteen-foot-deep pool. The areas within the dotted lines labeled **A** are the only shallow one-foot-deep parts. The deep area marked **B** is inhabited by two kelpies (HP: 26; 27; see information at end of module). As the party rounds the room, the kelpies will rise to the surface, and each will attempt to **charm** a male character as explained

in the section describing these monsters. Area **C** is the kelpies' underwater lair, accessible only from beneath the surface of the pool. Scattered about the lair are 600 g.p., a piece of jewelry worth 2000 g.p., and a suit of **chain mail +3**. **D** is an empty room, a decoy, which is level with the areas marked **A**.

11: This is a thirty-foot-long spinning cylinder, apparently made of some light metal. It is ten feet in diameter, and spins counterclockwise at about eight miles an hour. The entire inner surface is covered with slippery oil and painted with a dizzying black-and-white spiral pattern. It is possible to slide through the cylinder, but no one could walk through it and keep his or her feet.

12: Watching through the loophole of the end of the passage is an alert guard, **Burket** (AC: 4; 4th level fighter; HP: 18; +1 to hit, +3 damage). If he sees intruders approaching, he will wait until they are halfway through the spinning cylinder and then ignite the slippery oil with a flaming arrow (damage 2-16 the first round to any caught within, 1-4 on subsequent rounds until it burns out in 2-8 rounds). He will then warn his lover, the sorceress **Snarla**, close and lock the shutter over the loophole, and move to defend the door with sword and shield.

The room contains only a couple of benches and a table upon which are Snarla's spell book and a large candlestick. The book contains only those spells which she has memorized (mentioned hereafter), but it is protected by an **explosive runes** spell. Snarla (AC: 10; 7th level magic user; HP: 17) is a lycanthrope. Her memorized spells are: **fear, haste, dispel magic, web, stinking cloud, scare, magic missile, push, shield.** If Burket is killed or she is caught in a very bad situation, she will change into werewolf form and attack with desperate savagery at +2 (AC: 5; MV: 15"; HD: 4+3; HP: 26; #AT: 1; D: 2-8; SD: silver or +1 or better to hit; damage suffered previous to metamorphosis should be subtracted from her new hit point total). If captured alive and made to talk, she will tell the party only that she is charged with keeping the kelpies and certain other denizens of the dungeon fed. There are strange gaps in her memory in the areas of dealing with her employer or any section of the dungeon other than her own. She has never been past the doors at **14**. Burket knows even less than she does.

13: Snarla's inner sanctum is a beautifully ornate room: the floor is covered by fine oriental rugs, the walls by erotic tapestries and shimmering curtains, the ceiling by an intricate mosaic depicting a summer sky dotted with fleecy clouds. In the northeast corner is a large and lavishly-covered bed, strewn with cushions. Next to it on a low table is a buffet of sweetmeats, cakes, and other delicious-looking comestibles. In the northwest corner of the room is a brass-bound oak chest.

Anyone who investigates the bed will find that it actually feels quite uncomfortable, and anybody tasting the food will be disappointed in the extreme, finding it tough and not very tasty. **True seeing** or **detect illusion** will reveal that the opulent bed is actually only an old straw tick, and the delicious treats are something very much like iron rations. In reality, the walls, floor and ceiling of the room are quite bare. Only the brass-bound chest appears as it actually is. **Dispel illusion** or **dispel magic** will remove the illusion.

The chest must be opened while uttering a command word known only to Snarla, or it will dissolve into a **stinking cloud,** leaving 400 e.p., 300 g.p., and 7 gems worth 1300 g.p. total.

14: This is a succession of thick metal doors, flanged so that they overlap the doorjamb on the north side and thus can only be opened by swinging them to the north. There are handles on the north sides of the doors so that they can be pulled open in that direction. These are actually emergency doors whose purpose is to prevent the dungeon from being flooded by the boiling lake at **15**, should there happen to be an "accident."

15: The boiling lake is several hundred feet deep, extending down to the red-hot rock below, and reaching nearly to the ceiling of the cavern it occupies, 50 feet above the level of the sunken ledge described in **17**. It is fed by an underground stream which enters at point **A** at a depth 100' below that of the ledge. Its run-off is at point **B**, above the ledge, near the ceiling of the cavern.

16: The run-off from the boiling lake cascades down through a series of near-vertical lava-tubes to the base of the blowhole, 800 feet below the level of the dungeon. There the water strikes molten rock and is instantly converted to steam. It is ejected up the blowhole and out the top of the volcanic cone, forming the continuous geyser of White Plume Mountain.

17: A sunken stone ledge projects out into the boiling lake. The corridor from the dungeon continues out into the lake under a rubbery magical forcefield that keeps out the waters by forming a sort of elastic skin of super surface-tension. The shape of the corridor is not square in cross-section, but rather semi-circular, as if a series of hoops were supporting the ceiling. The skin is soft, resilient and uncomfortably warm to the touch. Under any pressure it immediately becomes taut, and any character unwise enough to puncture it with something sharp will leave a permanent hole. A stream of scalding water will rush into the corridor, hopefully burning the idiot who made the hole (1-4 points damage). The skin will not "heal" once punctured. Major damage to the waterskin, as from a slash with a sword or axe, will collapse the field like a balloon in 1-6 rounds.

After thirty feet the corridor widens out into a low, dome-shaped area. Here lives the guardian of the treasure, just about the biggest giant crab (AC: 0, HD: 15, HP: 60; #AT: 2; D: 3-18) anyone's ever seen. On one of its "forearms" it wears a rune-covered copper band that protects it from all psionic-related spells (such as **charm, fear, confusion, paralysis, magic jar,** etc.) It also protects against all psionics. Unfortunately, it is worthless as a treasure, as the magic is keyed specifically to this particular monster.

The crab will intelligently attack any and all intruders, being careful not to bump the waterskin walls. The crab is experienced in fighting in this manner, as is evidenced by the bones scattered about, but your players' characters are not. The DM will have to watch for characters whose actions may rip the waterskin, especially any foolish enough to use two-handed weapons or violent spells like **fireball** or **lightning bolt.** Such people are likely to get the whole party boiled.

At the north end of the dome room is a heavy chest which is firmly attached to the floor. In it is the treasure:

Wave, a neutral **trident +3** which does 1-10 hit points of damage. 14 intelligence, 20 ego. Purpose: death or disfigurement to all who won't convert to the worship of Poseidon (or any similar sea-god you choose). Powers:

- Functions as a **trident of fish commanding** (as the miscellaneous magic item in DUNGEON MASTERS GUIDE)
- Functions as a **trident of warning** (as the miscellaneous magic item in **Dungeon Masters Guide**)
- Finds water
- Confers **water-breathing** and **underwater action** abilities upon bearer
- Confers **cube of force** ability (as the miscellaneous magic item in **Dungeon Masters Guide**)
- Possesses speech and **telepathy** (in the common tongue as well as the languages of all sea creatures).
- Dehydrates: On a natural roll of 20, in addition to its normal damage, **Wave** dehydrates its opponent, draining one-half of his or her remaining hit points (compute normal damage first).

Also in the chest are 1000 g.p. in small sacks, 20 gems (3 big ones worth 1000, 1000 & 5000 g.p., and 17 others worth 3,935 g.p. total), a **ring of infravision** (60'), a **luckstone,** and a **wand of frost** (17 charges).

The DM will note that a character grabbing **Wave** while the waterskin is collapsing should be able to save his own and others' lives by invoking the **cube of force** ability (**Wave** will instantly make the holder aware of the ability, if the holder is neutral or willing to convert on the spot). Characters inside the **cube of force** will probably end up being blown out the geyser at the top of the mountain. The air-filled **cube** will float, drain down the cascade, and be ejected from the Plume — a rocky ride.

Characters could also survive the boiling lake with a combination of **fire resistance** and **water breathing.**

18: A ten-foot-long, ten-foot deep open pit, filled with and hidden by water.

19: A series of copper-colored metal plates lines the walls of this corridor. The plates are six feet high and six feet wide, and cannot be damaged or removed. They set up an induction field which causes metal objects passing between them to become heated. The field extends from floor to ceiling, and cannot be "ducked under". Metal will become uncomfortably warm after moving twenty feet into the field, painfully hot after thirty and hot enough to damage at forty feet and beyond. This includes armor, weapons, treasure, gold teeth, even magic-users' daggers. A man in metal armor passing through this corridor would take damage as follows: 1-8 points at 40', 2-16 at 50', 3-30 at 60' and 4-40 at 70'. Characters not carrying metal will feel only slight discomfort when passing between the plates. Metal carried in wrappings of cloth will burn through by the 50' mark, and it will similarly burn through leather by 60'. Those protected by **fire resistance** will take no damage if they save vs. spells, or half damage if they fail. Fighters and clerics may have no other recourse than to take a full turn to remove their armor, drag, push or use a **Tenser's floating disk** to get their armor and weapons through the corridor, and then take another full turn to suit up. Armor pulled through the corridor by ropes will probably heat up enough to burn through them at about 60'; leaving a pile of hot metal laying in the water. The only sovereign remedies for this dilemma are the **cone of cold** or **ice storm** spells, which will nullify the effect long enough for a party to dash through.

20: Behind the secret door, 8 ghouls wait in ambush for an unarmed company to come through the heat-induction corridor. AC: 6; MV: 9"; HD: 2; HP: 10 (aech); #AT: 3; D: 1-3/1-3/1-6 plus paralysis. These ghouls wear amulets that protect them from being ordered away by clerics or paladins.

21: Stairs leading up to dry corridors.

22: The Frictionless Room. The strips labeled **A** are five-foot-wide open pits. They are ten feet deep and the bottoms are lined with rusty razor-like blades. Anyone falling in will take 1-12 hit points of damage and will contract instant super-tetanus and die in 2-5 rounds unless they save vs. poison (**cure disease** will destroy the infection).

The walls, ceiling and floor of area **B** are covered with a substance that is totally 100% frictionless. This substance extends to cover the ceiling and walls around the razor-pits. Anything that alights on this silvery surface will move in the direction of its last horizontal impetus, bouncing off the walls (if it strikes them) like a billiard ball, until it slides into a razor-pit. It is impossible to stand on the surface, for even a heartbeat would unbalance the stander enough to send his feet out from under him. The slipstuff will be totally unaffected by any force, magical or otherwise. It is completely inert.

Magic-users will find that **fly, levitate, jump, dimension door, blink** and **teleport** spells will not work in this room. The dotted line at **C** is the illusion of a west wall: the actual west wall is ten feet farther. Objects hitting the false wall will pass through

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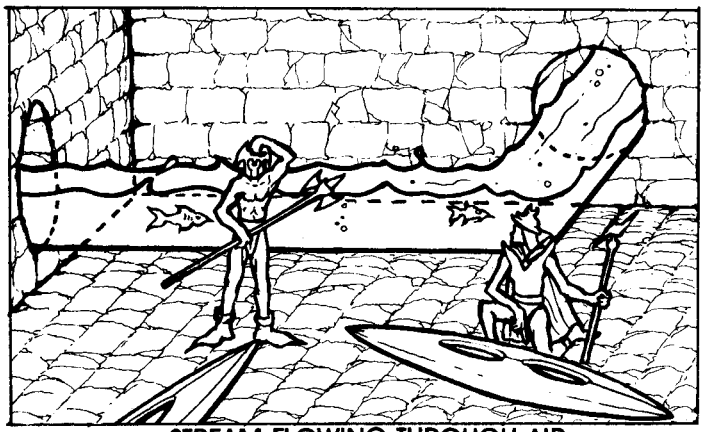
and apparently disappear. This tends to foil schemes for attaching ropes to the west wall from afar.

The trick here is to get a rope strung through this room and fastened securely at both ends. Once this is done, a party can pull themselves across, regardless of the surface. A clever party may even be able to come up with other methods. Ingenuity is required.

23: There is a stream running through this room that is suspended in mid-air. It enters and leaves through two tunnels, each of which is about six feet in diameter. The lowest points of the tunnels where they come through the walls are about two feet from the floor. The stream only half-fills the tunnels; consequently, when it flows through the room it is hemispherical in cross-section (see accompanying illustration for clarification). Objects can be thrust through the sides of the stream, but no water other than a few drops will escape. It would even be possible to walk right through the stream, but only a very strong person could do so without being swept off his feet. The stream flows quite quickly, from the west to the east, and within it blind cave-fish dart about. It is lukewarm.

Also in this room are six small two-man kayaks (with no paddles). Should anyone choose to go boating into the unknown tunnel, they will have to figure out how to get in the kayaks once the kayaks are in the stream, five feet from the floor. These kayaks tip over easily. If they successfully board the kayaks, the party will bump along through a twisting tunnel. They can regulate their speed by pushing against the walls. Eventually they will emerge into **24**.



STREAM FLOWING THROUGH AIR

24: 8 fighters under the command of the cruel Sir Bluto Sans Pite await here to ambush any who come through the tunnel. They will be alerted by the alteration in the flow of water as the party tampers with it upstream. The stream flows through the air in this room in the same manner as in **23**.

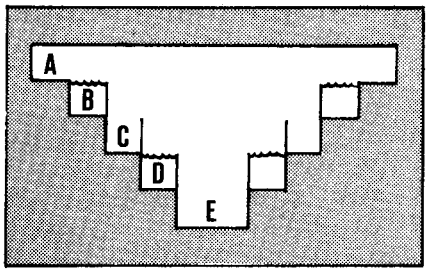
Sir Bluto's men work in teams of four, two on each side of the stream. As each kayak comes out, a team will throw a net over it and attempt to drag it out of the stream and down onto the floor. When it falls, they move in to finish off the (hopefully stunned and trapped) occupants with swords. The 8 henchmen are AC: 4 and have 20 hit points each (4th level fighters).

Sir Bluto himself was a respected Knight of the Realm before his indictment in the River of Blood mass-murder case. His mysterious disappearance from prison left even the Royal Magician-Detectives baffled, and a reward of 10,000 g.p. was posted for his capture. Someone in the party is sure to recognize his one-of-a-kind face. Sir Bluto: AC: -1 (**shield +1**, **plate mail +2**); 10th level fighter; HP: 50; +2 to hit, +4 damage. He carries the magic **key** to the secret doors (**25**) and is wearing **boots of striding and springing**.

The stream continues on out of **24** and goes back to **23**, completing the circuit.

25: These two magical secret doors will reveal themselves and open **only** to the bearer of Sir Bluto's magic key.

26. As the side view shows, this large room is terraced around the outside in giant steps of ten foot depth and width. Steps **B**, **C** and **D** are enclosed by magically-created glass walls which keep the inhabitants of these terraces confined. For good measure, they have all been **charmed** and ordered to stay on their levels as long as their glass walls are intact.



SIDE VIEW — TERRACED ROOM

Steps **B** and **D** are filled to the brim with water. The only exits from the room are the doors on levels **A** and **E**, so if the party wants to continue onward, they must get safely to the bottom level. The door in the bottom level opens into a corridor which passes under the rest of the room.

Step B: In this square pool live six giant crayfish (AC: 4; MV: 6"//12"; HD: 4+4; HP: 23 each; #AT: 2; D: 2-16).

Step C: A dry level with six giant scorpions (AC: 3; MV: 15"; HD: 5+5; HP: 22 each; #AT: 3; D: 1-10/1-10/1-4 plus poison).

Step D: Another wet level with four sea lions (AC: 5/3; MV: 15"; HD: 6; HP: 27 each; #AT: 3; D: 1-6/1-6/2-12).

Step E: Here are three wing-clipped manticores (AC: 4; MV: 12"; HD: 6+3; HP: 41, 29, 24; #AT: 3; D: 1-3/1-3/1-8, plus 24 tail spikes at 1-6 each). The manticores will not hesitate to fire their spikes at any they recognize as intruders, though they can only hit targets on step A by firing along the long axis of the room (and vice-versa, of course—see diagram).

The creatures in each level will be randomly distributed when the party enters, but as the intruders near each section the monsters will move to follow, expecting to be fed. They are used to live food, and will ignore dead meat or other food. They will consider anything living that enters their levels as food, and will attempt to eat it. The glass walls cannot be broken by fired arrows, slung stones, or such things as thrown helmets. An 18-strength character could break a hole in one with 2-5 swings of a heavy mace (longer for less strong types).

A safe is set in the wall opposite the door on level E. If opened incorrectly (i.e., trap not removed), a vibration device in the wall is triggered which will shatter the glass walls in 1-6 rounds. The safe contains 6000 s.p. and one piece of jewelry worth 3000 g.p.

If all of the glass walls are broken, a **wall of force** like the one at No. 2 will activate immediately in front of the door on level E, preventing the water from forcing the door open and escaping into the corridor beyond. There will be enough water in the room to completely fill levels **D** and **E** and cover level **C** to a depth of about two feet. The water will slowly drain out of four small drains in the corners of level **E**, but it will take a good twenty turns to do so. Of course, parties who choose to wait will be subject to rolls for wandering monsters. Once the water is finally gone, the **wall of force** will disappear.

If the party manages to knock down the **wall of force** (by using a **dispel magic, disintegrate** or **passwall**), the pressure of the water will push open the door and the water will rush into the corridor beyond, pulling along any swimming characters and miscellaneous debris nearby. The water will collide with another modified **wall of force** covering the door at the end of the corridor, and then begin draining out through a very large grating in the floor in the last ten feet of the passage. The water will take only two turns to drain out through this grating. When the water is gone, the last **wall of force** will dissipate. The water drains straight down through an

old lava tube to a large empty cave with no other exits.

27: Here resides **Qesnef**, a huge ogre mage who lost a bet with Keraptis and as a result must guard his treasure for 1001 years. A **magic mouth** warns him of the approach of trespassers, so he will be able to disguise himself by **polymorphing** himself into the form of a doughty halfling warrior, perhaps one who has been trapped by the evil wizard. Qesnef (AC: 1; HD: 5+2; MV: 9"/15"; HP: 35; #AT: 1; D: 1-12; SA: **fly, invisibility, darkness 1" r., charm person, sleep, assume gaseous form**, and cast a **cold** spell like a wand that does 8d8 points of damage; SD: **regenerates** 1 hit point per round) also wears a **ring of protection +3** on his left hand and a **ring of mirror images** (5 charges) on his right.

Qesnef is kept in very luxurious surroundings. The floor is strewn with rugs and cushions, and tapestries cover the walls. A six-foot hookah stands in the corner. The treasure has been casually shoved beneath a sumptuous divan. It includes:

Blackrazor, a chaotic neutral **sword +3**, intelligence 17, ego 16. Purpose: to suck souls. It is a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. On a killing stroke, **Blackrazor** temporarily adds the number of levels of the dead foe to its bearer's levels (in terms of fighting ability). The bearer also temporarily gains the full hit points of the victim. All subsequent damage to the sword's wielder is removed from the added hit points first. The extra levels and hit points last a number of turns equal to the number of levels received. The souls of all entities killed by **Blackrazor** are sucked out and devoured; those killed by the black sword cannot be raised.

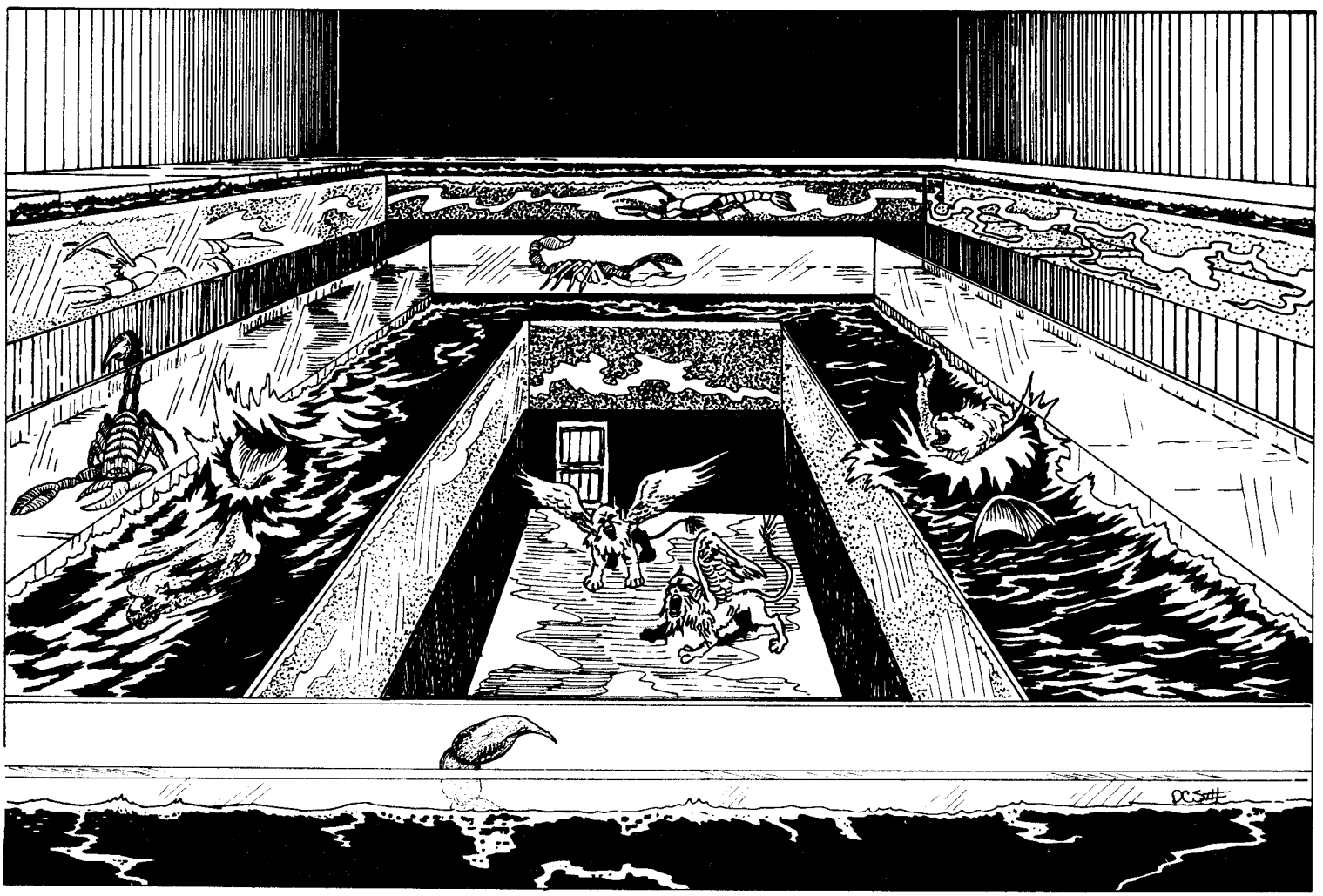
For every three days the sword remains "unfed", its ego increases by one point, until it can compel its bearer to kill a human or humanoid being. Upon feeding, its ego returns to 16.

The DM will note that **Blackrazor** is a negative-energy entity that exists by absorbing positive life energy levels from those it kills. However, if it even **strikes** a negative-energy being like an undead (except for ghouls and ghasts), it will work in **reverse,** transferring one level and corresponding hit points from the wielder to the creature attacked. It will do this each time that it strikes. Under these conditions, the wielder can actually die and have his soul sucked out by his own sword. If the wielder survives, he will need a **restoration** spell or twice the usual number of levels received from positive "kills" to replace the lost levels. Those killed for replacement must be of the same race as the sword-wielder. **Blackrazor** (and you, the DM) may very well keep this little drawback a secret until the first time the sword bites into a wight or a vampire. The DM must remember that **Blackrazor** exists solely to feel power and souls coursing through itself, and sometimes it may not be too picky about where the energy is coming from.

In addition to the above, the sword has the following powers:

Speech and **telepathy** (common and whatever tongues its wielder knows, which it learns telepathically)
Detects living creatures (souls), 60' r.
Haste spell (bearer only, 10 rounds), once per day
100% magic resistance to **charm** and **fear** (exact percentage chance of resistance will depend on the level of the opponent casting such a spell)

The treasure also includes 1000 e.p., 200 p.p., 4 pieces of jewelry worth a total of 11,000 g.p., a potion of **healing**, a scroll of **protection from evil** (clerical), and **armor of vulnerability.**



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END NOTE

If a party should succeed in obtaining two or even three of the magical weapons and is finally leaving for good, they may be stopped at **2** by the return of the **force wall**. A voice will speak to them out of the air: "Not thinking of leaving, are you? You've been so very entertaining, I just couldn't think of letting you go, especially with those little collector's items of mine. And since you've eliminated all of their guardians, why, you'll simply have to stay . . . to take their places. I'll have to ask you to leave all of your ridiculous weapons behind and let Nix and Nox escort you to the Indoctrination Center. I'll be most disappointed if you cause me any trouble and Nix and Nox have to eliminate you. Don't worry — you'll like it here."

The **force wall** disappears, but coming up the south passage are Nix and Nox, two efreet (AC: 2; MV: 9"/24"; HD: 10; HP: 40, 36; #AT: 1; D: 3-24; SA: **invisibility, assume gaseous form, enlarge** (as 10th level M-u), **polymorph self, programmed illusion, wall of fire** (all once a day); SD: normal fire is of no effect, magical fire is -1 on both "to hit" and damage dice). If the party can get past them, they're home free.

Of course, this whole episode can be omitted if the party has already taken too much damage. Conversely, if your players have had too easy a time of it, this can be made tougher by the addition of one or two more efreet (Box and Cox). If, for some foolish reason, the party decides to comply with Keraptis' request and go with Nix and Nox to the Indoctrination Center, you will just have to play it by ear. It's not too difficult — use your imagination and make it up as you go. Just make sure that the party is **extremely** sorry that they ever decided to submit to Keraptis' demands. They probably will end up as the brainwashed new guards in the White Plume Mountain dungeon . . .

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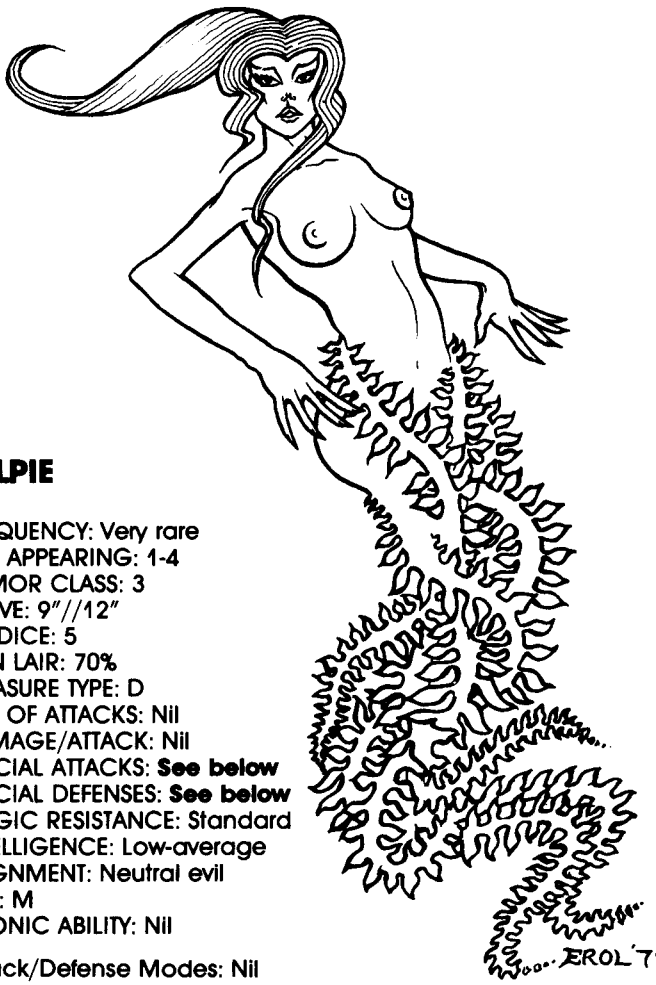


KELPIE

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 9"//12"
HIT DICE: 5
% IN LAIR: 70%
TREASURE TYPE: D
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: **See below**
SPECIAL DEFENSES: **See below**
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low-average
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Kelpies are a form of intelligent aquatic plant life that, in their own shape, rather resemble a pile of wet seaweed. They are able to shape their bodies into any form they choose, and they will often assume the aspect of a beautiful human woman in order to lure men into deep water. However, though the form may be changed, the substance still resembles green seaweed, and the effect is somewhat grotesque. To counter this, the kelpie can throw one powerful **charm** spell per day. If the target does not save vs. spells (at -2), he will perceive the kelpie as the most wonderful, perfect and desirable woman, and will willingly leap into the water to join her. The kelpie will wrap itself around the charmed man, and he will attempt to inhale water and sink with the kelpie in an ecstacy of drowning. If left alone, he will happily drown and be dragged off to the kelpie's lair to be consumed. Even if the kelpie cannot physically reach the charmed man, he will still try to swim downward and breathe water. If the charming kelpie is killed, the spell will be immediately broken. Charmed persons attempting to drown themselves will suffer 2-20 hit points of damage per round until they either surface for air or perish.

For some reason, females are immune to the spell of the kelpie. Legend has it that this is so because kelpies were created by the sea-god as punishment for those men rash enough to sail the oceans without paying their lord his proper respect. Women were not involved in these transgressions, and thus did not incur the sea-lord's ill will.

Besides the oceans and seas, kelpies will also be found in dismal swamps and stagnant subterranean grottoes, and can reportedly be occasionally found in almost any body of deep water. They can leave the water to walk on land for short periods of time. Due to their slimy wetness, fire attacks do only half damage or none (if saving throw made). Kelpies are very cunning, and will try to pick off stragglers, lone watchmen or tail-end members of groups if at all possible.

THE LEGEND OF KERAPTIS

Well over a millenium ago, the wizard Keraptis rose to power in the valleys of the northern mountains, bringing the local warlords under his thumb with gruesome threats — threats that were fulfilled just often enough to keep the leaders in line. Under Keraptis' overlordship, the influx of rapacious monsters and raids from the wild mountains decreased markedly, dwindled, and then almost stopped. Seeing this, the populace did not put up much resistance to paying Keraptis' rather heavy taxes and tithes, especially when stories of what happened to those who balked were circulated. Those lords who protested disappeared in the night and were replaced by the next in the line of succession, who was usually inclined to be more tractable than his predecessor.

Gradually, as all dissension was stilled, the taxes and levies became even more burdensome, until eventually the wizard was taking a large piece of everything that was grown, made, or sold in the valleys, including the newborn young of livestock. Around this time there began numerous reports in the land of sudden madnesses, demonic possessions, and sightings of apparitions and undead. Furthermore, monstrous incursions into the settled lands began to increase as raiding parties of humanoids burnt whole villages, and evil and fantastic monsters appeared from nowhere to prey upon the harried peasants. At the height of these outrages came Keraptis' tax-collectors with word of a new levy — one third of all newborn children were henceforth to be turned over to the wizard!

As one, the people rose and destroyed the sorcerer's hierarchy and marched on his keep, where, led by a powerful and good cleric and his ranger acolytes, they destroyed Keraptis' minions. The great wizard barely managed to escape to the south, accompanied only by his personal bodyguard company of deranged and fanatical evil gnomes.

Keraptis fled to the cities of the south and west, but wherever he went, his reputation preceded him, and he was unable to stay anywhere for long. Once again retiring north, he came to the shores of the Lake of Unknown Depths, where he heard tales of haunted White Plume Mountain. Investigating further, he at last found the refuge he was looking for in the tangled maze of volcanic tunnels beneath the cone. He and his gnomes vanished into the shadow of the Plume, and humankind heard no more of the evil wizard.

That was almost thirteen hundred years before the present day. Now, seemingly, the hand of Keraptis is once again interfering in human affairs. If it is in truth the ancient wizard at work here, can he be thwarted before his power grows once more? What is his purpose in this bizarre challenge to the world's heroes? There is only one way to find out.

(This perforated page is for player reference, and can be removed if desired)

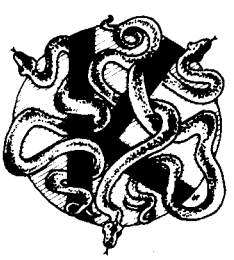
Search ye far or search ye near
You'll find no trace of the three
Unless you follow instructions clear
For the weapons abide with me—

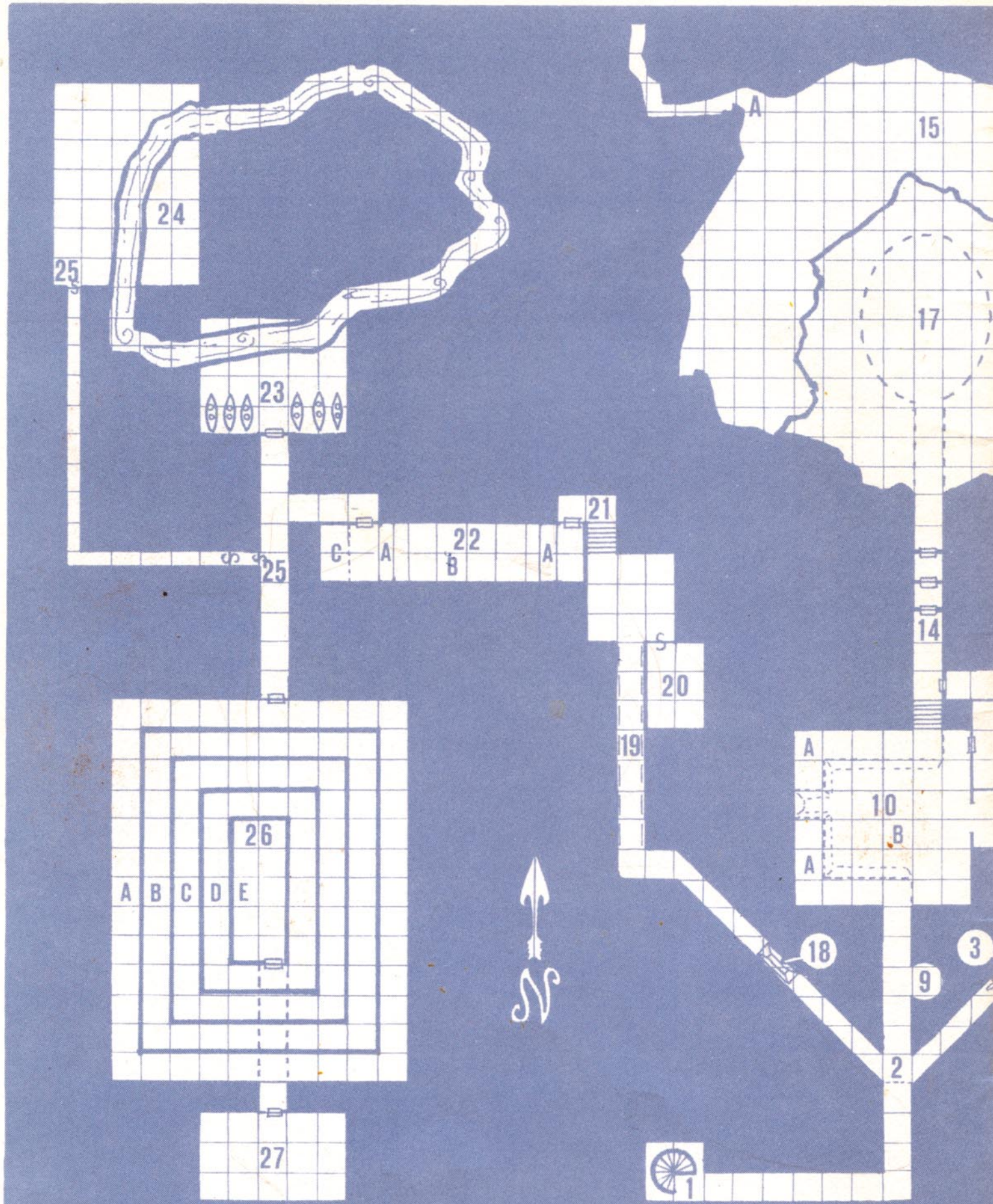
North past forest, farm, and furrow—
You must go to the feathered mound
Then down away from the sun you'll burrow
Forget life, forget light, forget sound.

To rescue Wave, you must do battle
With the beast in the Boiling Bubble
Crost cavern vast where chain-links rattle—
Lies Whelm, past waterspouts double.

Black razor yet remains to be won
Underneath inverted ziggurat.
That garnered, think not that you're done
For now you'll find you are caught

I care not, former owners brave
What heroes you seek to hire.
Though mighty, I'll make each one my slave—
Or send him to the fire.—

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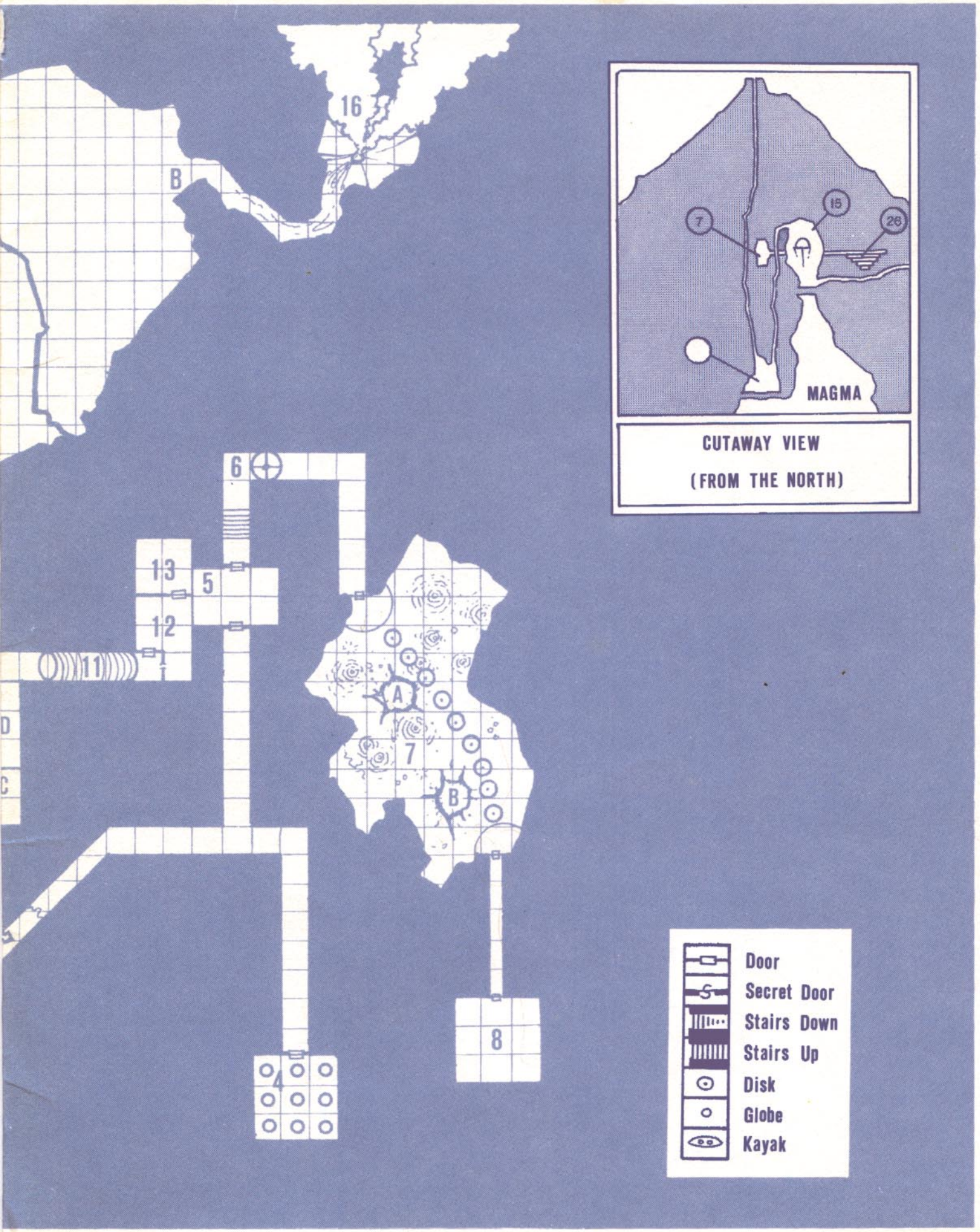
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MAGMA
CUTAWAY VIEW
(FROM THE NORTH)
Door
Secret Door
Stairs Down
Stairs Up
Disk
Globe
Kayak

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